The Good Brother Anselmo, strolling near the Monastery, on a Holy Day, observes two unregenerate Youths, engaged in Sinful Sport.

The Good Brother Anselmo admonishes the Youths, and Severely Exhorts them to forsake their wicked Ways.

The Good Brother Anselmo seats himself by the stream, and closes his eyes in pious Slumber.

The Good Brother Anselmo is made the Victim of a Godless Prank, by the two unregenerate Youths.

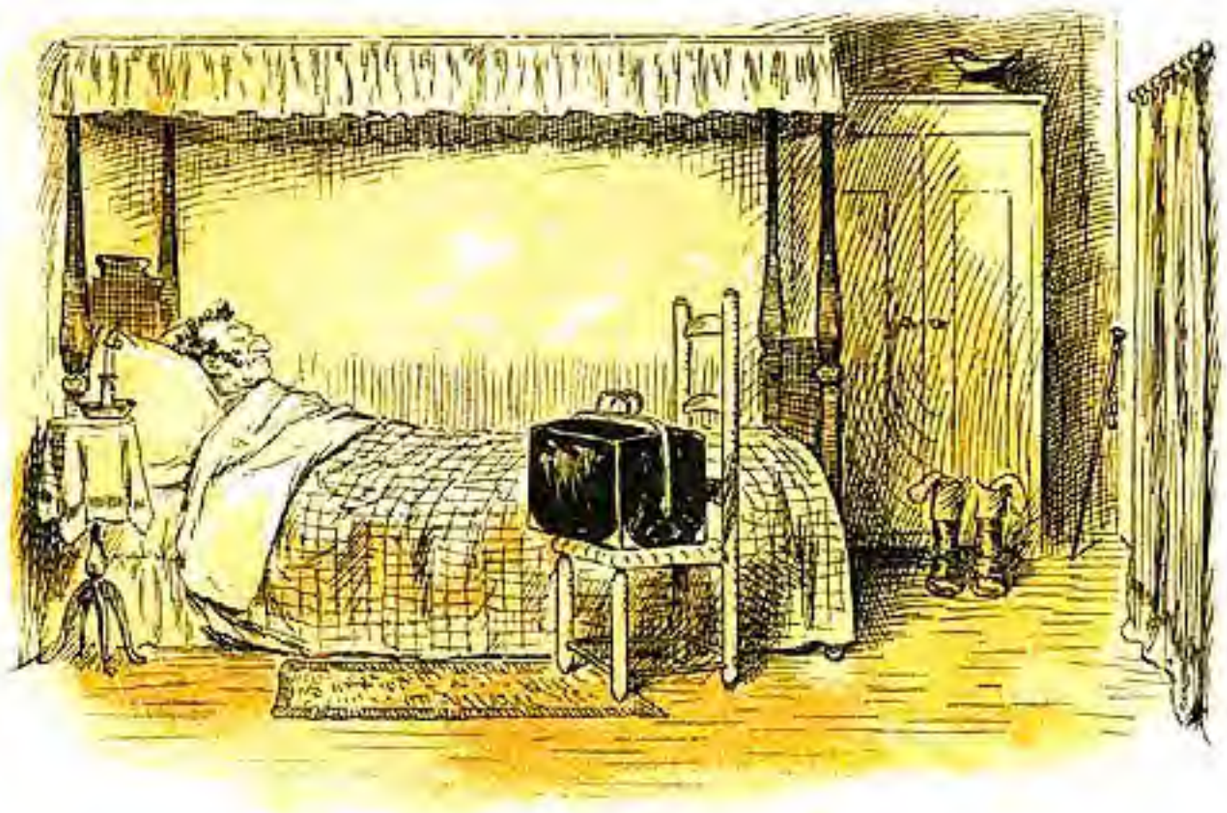
The Good Brother Anselmo is found by the Abbot and some of the Good Brothers, and his position fills them with horror and Indignation.

The Good Brother Anselmo's explanations are not accepted, and he is confined to his cell for Seven days, and made to wear a Hair-cloth shirt, thickly sewn with Carpet Tacks.

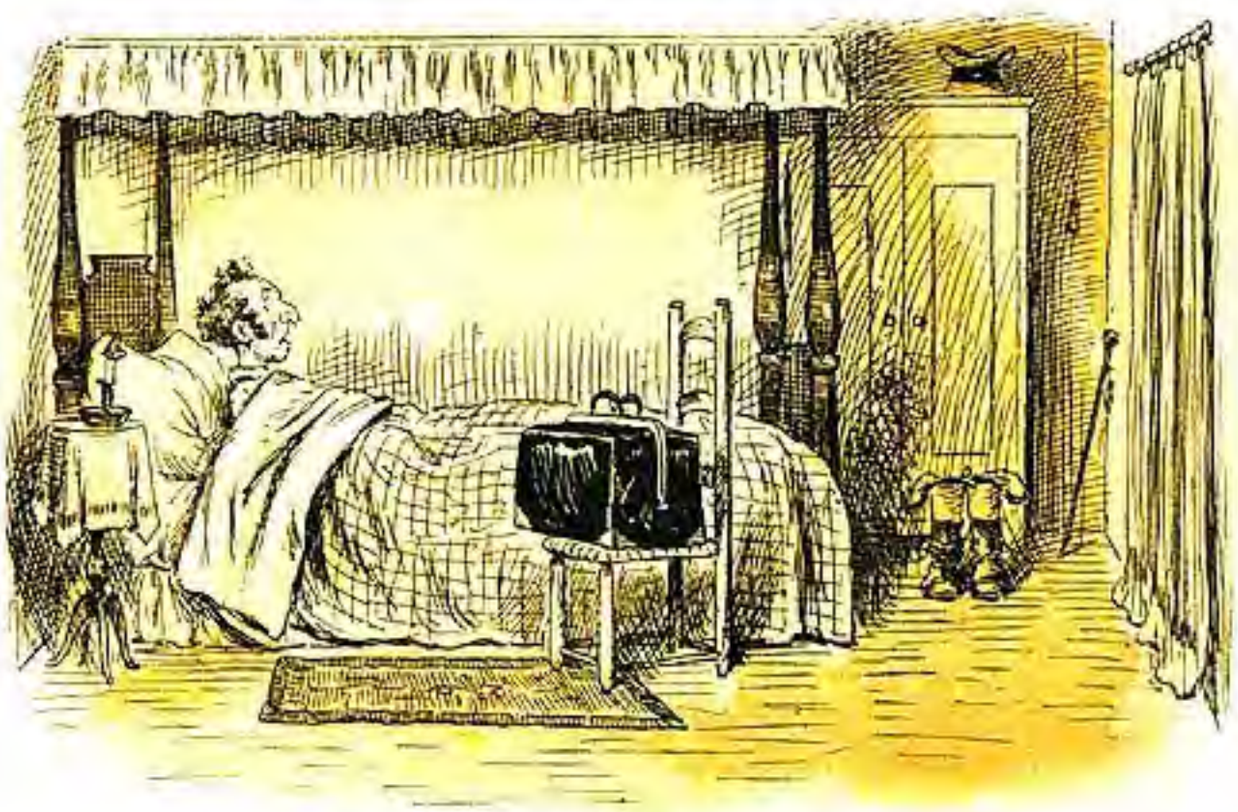
THE WOFUL ADVENTURE OF THE GOOD BROTHER ANSELMO.

THE BAGMAN AND THE HAUNTED CHAMBER.

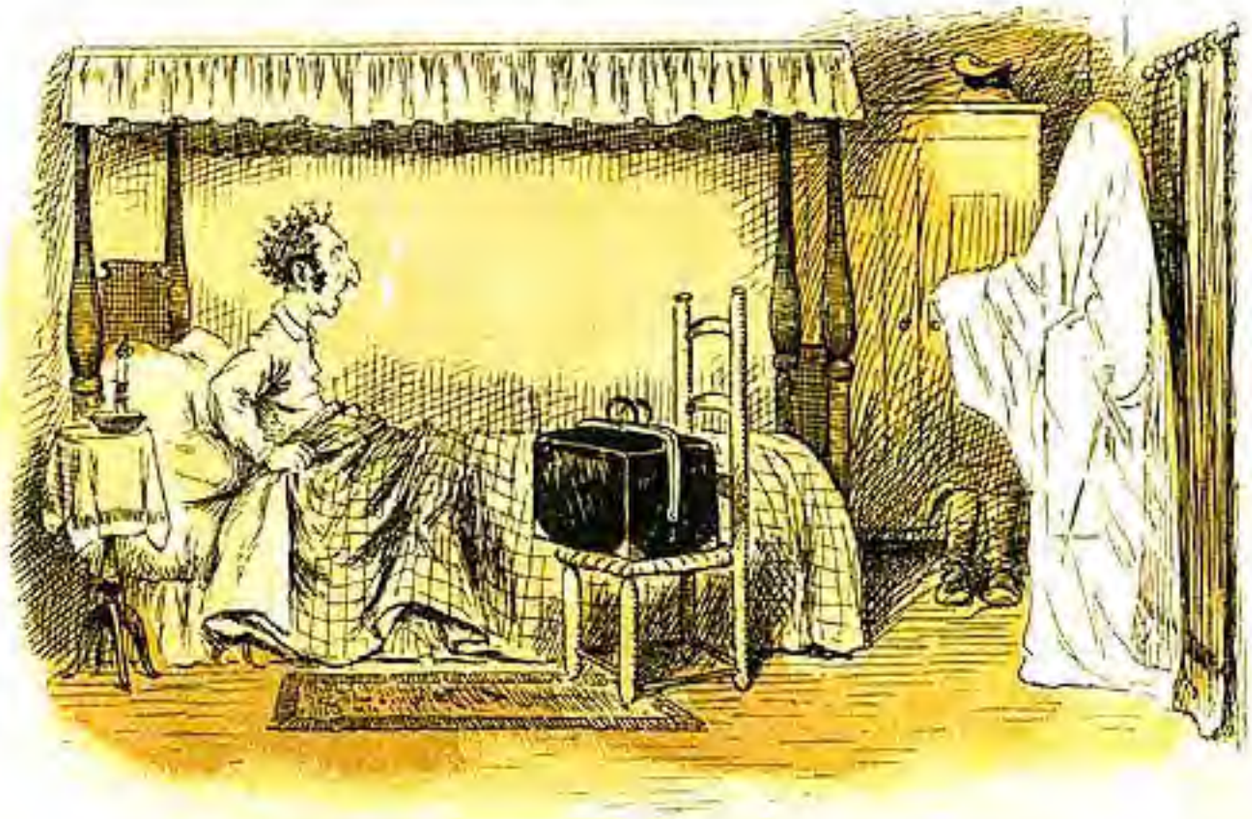
I.
The Bagman is shown to his room in the inn, but is not informed that it is the Haunted Chamber.



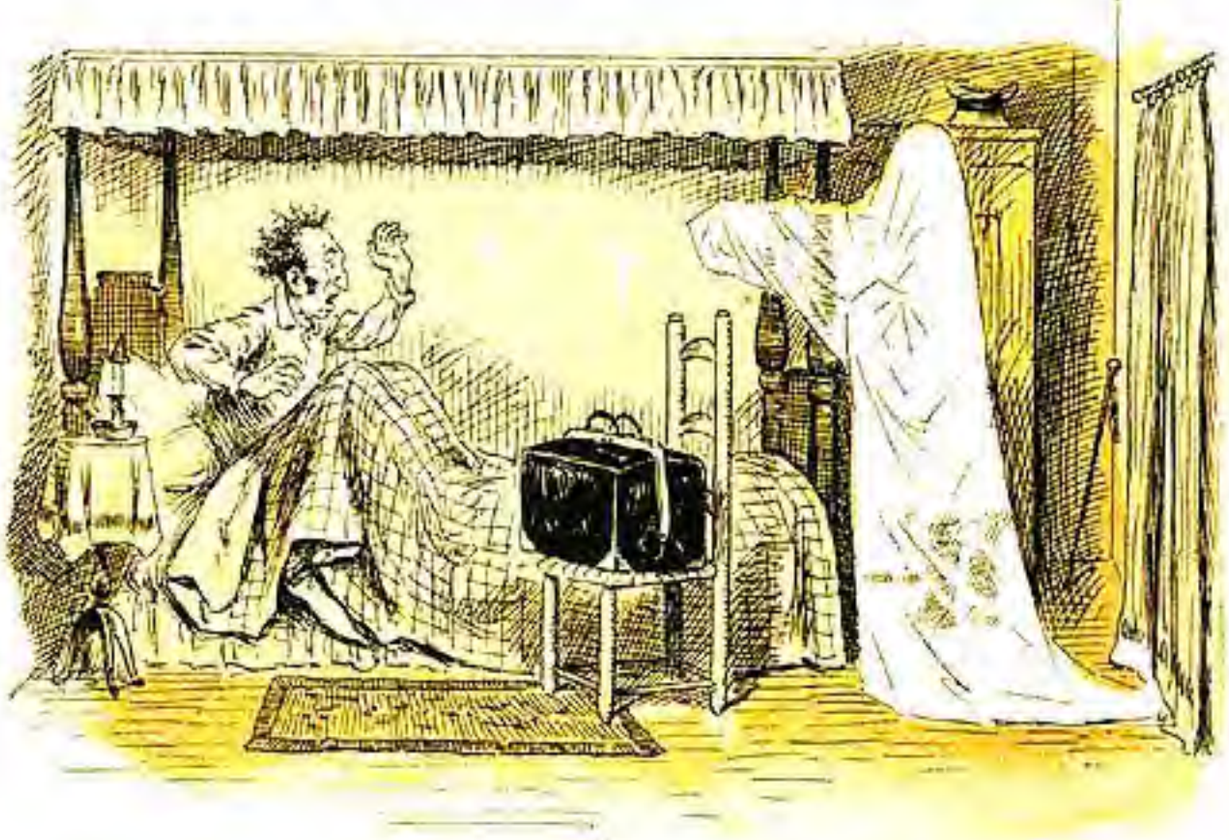
II.
He settles himself for a night's rest.



III.
He is awakened by a Mysterious Noise.



IV.
He is aware of a Supernatural Visitor in the room.



V.
The Apparition approaches.

VI.
But the Bagman's business instincts come to his rescue, and the Ghostly Intruder flees.

"It has boiled enough—now I will pour it into this bottle."

"Ha! It has the color I have sought for so many years! Is it possible that I have discovered the Elixir of Life at last?"

The Philosopher leaves the Elixir to cool, for a few moments.

The Philosopher's youthful Assistant adds an Ingredient to the Elixir.

"The fateful moment has arrived—I will test it!"

"Joy! I've found it! I feel new vigor glowing all over me! It is the real, genuine Elixir of Life—Hooray!"

THE ELIXIR OF LIFE; OR, THE PHILOSOPHER'S DISCOVERY.—A HOLIDAY FANTASY.